CARRIER COMMAND - ATARI ST GUIDE

Before you load Carrier Command, you are advised to read the Mission Briefing. Once you have loaded the game, you should read through the Carrier Operations Guide, trying out the various sections of the Carrier, and familiarising yourself with its operational procedures, but first you should make a backup of the game and keep the original disk in a safe place.

MAKING A BACKUP COPY

Included on the Carrier Command disk is a special copier for making backups of the disk. You are advised to make a backup of the original disk, and always use the backup to play from.

To make a copy, you will need to go to the GEM desktop (either insert a disk which boots up in the GEM environment, or switch on the machine with no disk in the drive, and wait for about a minute). Insert the Carrier Command disk in drive **A** and double click on the **Floppy Disk A** icon, and then on **BACKUP.TOS**. From then on, follow the instructions contained within the program, and ensure that you have a blank disk ready. The copier will detect whether your drive is single or double sided.

LOADING INSTRUCTIONS

Insert the Carrier Command game disk in drive **A** and switch on the computer. After about five seconds the title picture will appear, and the game will load after approximately twenty seconds.

CONTROL DEVICES

Peripherals
Carrier Command supports both mouse and joystick control. The whole game can be played with the mouse, but if the joystick is preferred, the Space Bar is used to emulate the right mouse button. The joystick should be plugged into port 1, and the mouse into port 0.

The game initially has the mouse control selected. To select joystick control, simply move the joystick in any direction, and to reselect the mouse press the left mouse button.

Clicking
The concept of 'clicking' is important to comprehend when playing Carrier Command. When you are requested to click on an icon, press either the left mouse botton, or the fire button if you are using a joystick.

Control Modes

The second concept to familiarise yourself with is that of the two control modes:

In "Pointer Mode", you move a pointer/cursor around the screen with the mouse or joystick. This mode is used to click on icons by pressing the fire button (either the left hand mouse button, or the joystick fire button).

By pressing the right hand mouse button or the Space Bar, you are put into "Direct Control Mode", and in this mode the mouse or joystick movements will actually control your aircraft, Amphibious Assault Vehicles, Carrier, etc.

Key Controls

Although Carrier Command can be played entirely from the mouse, a number of keys are supported to increase the flexibility of the game's control system.

Generally, you can use the up and down arrow keys to accelerate and decelerate the Aircraft, Amphibious Assault Vehicles and the Carrier itself.

The arrow keys will also emulate the four arrow icons on the navigation screens and the Laser Turret targetting screen (one advantage of this is that two keys may be used together to provide diagonal movement), and the **Insert** and **Clr/Home** keys emulate the Zoom In and Zoom Out icons.

The numeric keys **1** to **4** can be used to select which aircraft or tank you wish to control, as an alternative to clicking on the numeric icons.

STARTING THE GAME

Once the game has loaded, you will be presented with the Front End screen.

Click on **Strategy Game** if you want to begin a new game of Carrier Command, **Action Game** if you wish to play a mini version of the game to improve your combat skills, or **Load Old Game** to load in a previously saved game position.

A number of file and game management options are available from within the game. Click on the **DISK** icon, and then click on the appropriate icon:
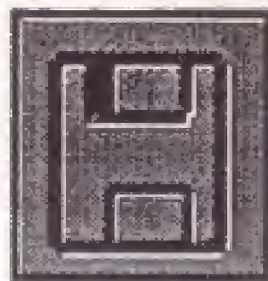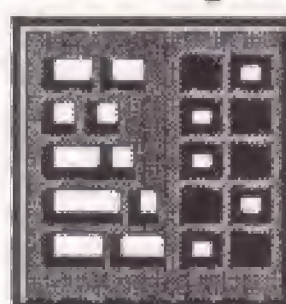
Surrender
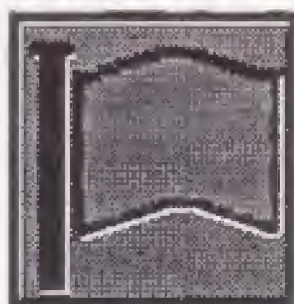
This option allows you to abort the game - effectively surrendering to the enemy forces. You will be given a chance to cancel this order.
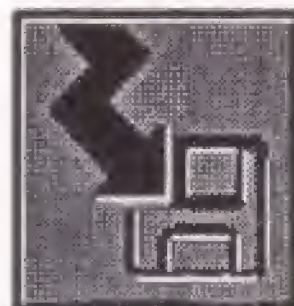
Game Options

This option allows you to change various user-definable features, by clicking on either the **YES** or **NO** boxes next to each option. These options are saved with your game position.

SAVING THE GAME POSITION

Format Disk

This option allows you to format a disk so that it is suitable for saving game positions.

To format a disk, insert the disk in Drive **A**. Ensure that the disk is blank, or not needed for other use, since the format routine will erase all information that is currently held on the disk. Select the **SINGLE** sided option, even if you are using an Atari ST with a double sided drive.

Once the disk is formatted, you will be able to save game positions to it.

Note: As a by-product of including this option in the game, you are able to use the format routine to format disks for normal use. The Carrier Command formatter actually produces 'turbo' disks, which have either 400k (single sided) or 800k (double sided) of available disk space, and they also use a special disk format which means that files will load at a considerably increased rate.

Save Game
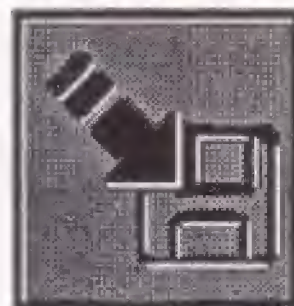
This option allows you to save your current game position to disk, for later retrieval.

Carrier Command uses a special disk format to store its saved games, so before you are able to save a game, you must prepare a disk; for more information, please refer to the **FORMAT DISK** instructions.

Insert the Saved Games disk in Drive **A** and then select the disk area in which you wish the game to be saved. There are four to choose from, and if you select an area which already has a saved game position stored, it will be overwritten by the new position.

If you do not wish to save a game, you may select the **CANCEL** option from this screen.

COLOUR CODING

Atari ST Carrier Command uses the following colour coding for the three island alignments:-

Blue	Friendly island
Red	Enemy island
Green	Neutral island

COMPATABILITY

Carrier Command is compatible with all releases of the Atari ST machine with at least 512K of RAM and TOS resident in ROM. The game is only suitable for colour systems.

MUSIC

Users of Atari ST's with a double sided disc drive (e.g. the 1040 or Mega ST machines, or a 520ST with a double sided external drive) are able to listen to the Carrier Command soundtrack, which will automatically play if the game is left at the Front End for about twenty seconds.

CREDITS

Carrier Command was conceived by Clare Edgeley
Original design by Ricardo Pinto
Coding by Ian Oliver and Graeme Baird at Realtime Games Software Limited
Sound and disk routines by Andy Beveridge
Soundtrack composed and performed by Dave Lowe
Title screen, icons and box artwork by Herman Serrano